

## CLASS OF 13 (see back cover)

JEREMIAH FARRELL  
Indianapolis, Indiana

The grid contains exactly 13 nodes and 13 lines. Each node is on three lines and each line lies on three nodes. In addition there are exactly 13 letters and each letter is used exactly three times to trace out the 13 lines. We propose several puzzles and games that use this grid.

Puzzle 1: The grid should obviously have a copyright on it. Do you see why?

Game 1: Two players can play tic-tac-toe on the grid trying to obtain a letter line. To make things fair for both players we allow only six turns for each combatant. Thus if first has no win in six moves the win is awarded to second.

Unlike ordinary tic-tac-toe, which is a draw when played expertly, this game has a forced win for one of the players. Can you find it?

Puzzle 2: The 13 tri-cycle tokens are to be placed on the grid so that if two tokens join together they must have a symbol in common.

This puzzle has two solutions, one a reflection of the other.

Game 2: The 13 tri-cycles are mixed face down and the two players each draw six tokens at random leaving one token face down where its identity is never revealed.

The players are to alternately play a token of their choice on a node with the proviso that abutting tokens must have a symbol in common. Last player to be able to play wins.

This game may also be played by three players with each starting with four tri-cycle tokens.

